

Outdoor Fun

Filename	Description	BitDepth	SampleRate	Channels	Duration
Lyd_SFX_169_Bike_2.wav		24	96000	2	00:02
Lyd_SFX_168_Bike_1.wav	sNOTE=Bike wheel spining and hitting the spokes with a piece of metal	24	96000	1	00:02
Lyd_SFX_170_Bike_3.wav		24	96000	1	00:15
Lyd_SFX_171_Bike_4.wav		24	96000	2	00:15
Lyd_SFX_172_Bike_5.wav		24	96000	1	00:02
Lyd_SFX_173_Bike_6.wav		24	96000	2	00:02
Lyd_SFX_174_Bike_7.wav		24	96000	1	00:02
Lyd_SFX_175_Bike_8.wav		24	96000	2	00:02
Lyd_SFX_176_Bike_9.wav		24	96000	1	00:02
Lyd_SFX_177_Bike_10.wav		24	96000	2	00:02
Lyd_SFX_178_Bike_11.wav		24	96000	1	00:05
Lyd_SFX_179_Bike_12.wav		24	96000	2	00:05
Lyd_SFX_180_Bike_13.wav		24	96000	1	00:13
Lyd_SFX_181_Bike_14.wav		24	96000	2	00:13
Lyd_SFX_182_Bike_15.wav		24	96000	1	00:05
Lyd_SFX_183_Bike_16.wav		24	96000	2	00:05
Lyd_SFX_184_Bike Contact Mic_1.wav	sNOTE=Bike wheel spining and hitting the spokes with a piece of metal, contact mic	24	96000	2	00:13
Lyd_SFX_185_Bike Contact Mic_2.wav	sNOTE=Bike wheel spining and hitting the spokes with a piece of metal, contact mic	24	96000	2	00:11
Lyd_SFX_186_Bike Contact Mic_3.wav	sNOTE=Bike wheel spining and hitting the spokes with a piece of metal, contact mic	24	96000	2	00:03
Lyd_SFX_187_Bike Contact Mic_4.wav	sNOTE=Bike wheel spining and hitting the spokes with a piece of metal, contact mic	24	96000	2	00:04
Lyd_SFX_188_Bike Contact Mic_5.wav	sNOTE=Bike wheel spining and hitting the spokes with a piece of metal, contact mic	24	96000	2	00:13
Lyd_SFX_189_Bike Contact Mic_6.wav	sNOTE=Bike wheel spining and hitting the spokes with a piece of metal, contact mic	24	96000	2	00:16
Lyd_SFX_190_Bike Contact Mic_7.wav	sNOTE=Bike wheel spining and hitting the spokes with a piece of metal, contact mic	24	96000	2	00:05
Lyd_SFX_191_Bike Contact Mic_8.wav	sNOTE=Bike wheel spining and hitting the spokes with a piece of metal, contact mic	24	96000	2	00:25
Lyd_SFX_192_Bike_17.wav	sNOTE=Bike pedals,chain and back wheel	24	96000	1	00:08
Lyd_SFX_193_Bike_18.wav	sNOTE=Bike pedals,chain and back wheel	24	96000	1	00:13

Lyd_SFX_194_Bike_19.wav	sNOTE=Bike pedals,chain and back wheel	24	96000	1	00:11
Lyd_SFX_195_Bike_20.wav	sNOTE=Bike pedals,chain and back wheel	24	96000	1	00:07
Lyd_SFX_196_Bike_21.wav	sNOTE=Bike pedals,chain and back wheel	24	96000	1	00:24
Lyd_SFX_197_Bike_22.wav	sNOTE=Bike pedals,chain and back wheel	24	96000	1	00:45
Lyd_SFX_198_Bike_23.wav	sNOTE=Bike pedals,chain and back wheel	24	96000	1	00:32
Lyd_SFX_199_Bike_24.wav	sNOTE=Bike pedals,chain and back wheel	24	96000	1	00:11
Lyd_SFX_200_Bike Contact Mic_9.wav	sNOTE=Bike pedals,chain and back wheel, contact mic	24	96000	2	00:11
Lyd_SFX_201_Bike Contact Mic_10.wav	sNOTE=Bike pedals,chain and back wheel, contact mic	24	96000	2	00:08
Lyd_SFX_202_Bike Contact Mic_11.wav	sNOTE=Bike pedals,chain and back wheel, contact mic	24	96000	2	00:15
Lyd_SFX_203_Bike Contact Mic_12.wav	sNOTE=Bike pedals,chain and back wheel, contact mic	24	96000	1	00:23
Lyd_SFX_204_Bike Contact Mic_13.wav	sNOTE=Bike pedals,chain and back wheel, contact mic	24	96000	1	00:50
Lyd_SFX_205_Bike Contact Mic_14.wav	sNOTE=Bike pedals,chain and back wheel, contact mic	24	96000	1	00:09
Lyd_SFX_206_Bike_25.wav	sNOTE=Pedaling	24	96000	1	00:10
Lyd_SFX_207_Bike_26.wav	sNOTE=Bike wheel spining and hitting the spokes with a card	24	96000	1	00:09
Lyd_SFX_208_Bike_27.wav	sNOTE=Bike wheel spining and hitting the spokes with a card	24	96000	1	00:15
Lyd_SFX_209_Bike_28.wav	sNOTE=Bike wheel spining and hitting the spokes with a card	24	96000	1	00:33
Lyd_SFX_210_Bike_29.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:13
Lyd_SFX_211_Bike_30.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:09
Lyd_SFX_212_Bike_31.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:03
Lyd_SFX_213_Bike_32.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:04
Lyd_SFX_214_Bike_33.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:04
Lyd_SFX_215_Bike_34.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:06
Lyd_SFX_216_Bike_35.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:06
Lyd_SFX_217_Bike_36.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:11
Lyd_SFX_218_Bike_37.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:08
Lyd_SFX_219_Bike_38.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:04
Lyd_SFX_220_Bike_39.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:09
Lyd_SFX_221_Bike_40.wav	sNOTE=Bike wheel spining and braking it with a coin	24	96000	1	00:04
Lyd_SFX_222_Bike_41.wav	sNOTE=Chain	24	96000	1	00:13
Lyd_SFX_223_Bike_42.wav	sNOTE=Chain	24	96000	1	00:09

Lyd_SFX_224_Bike_43.wav	sNOTE=Chain	24	96000	1	00:12
Lyd_SFX_225_Bike_44.wav	sNOTE=Chain	24	96000	1	00:17
Lyd_SFX_226_Bike_45.wav	sNOTE=Chain	24	96000	1	00:10
Lyd_SFX_227_Bike_46.wav	sNOTE=Chain	24	96000	1	00:06
Lyd_SFX_228_Bell_3.wav	sNOTE=Cow bell	24	96000	1	00:06
Lyd_SFX_229_Bell_4.wav	sNOTE=Cow bell	24	96000	1	00:03
Lyd_SFX_230_Bell_5.wav	sNOTE=Cow bell	24	96000	1	00:04
Lyd_SFX_231_Bell_6.wav	sNOTE=Cow bell	24	96000	1	00:04
Lyd_SFX_232_Bell_7.wav	sNOTE=Cow bell	24	96000	1	00:09
Lyd_SFX_233_Bell_8.wav	sNOTE=Cow bell	24	96000	1	00:06
Lyd_SFX_234_Toys_1.wav	sNOTE=Plastic toys falling in the floor	24	96000	1	00:04
Lyd_SFX_235_Toys_2.wav	sNOTE=Plastic toys falling in the floor	24	96000	1	00:06
Lyd_SFX_236_Toys_3.wav	sNOTE=Plastic toys falling in the floor	24	96000	1	00:04
Lyd_SFX_237_Toys_4.wav	sNOTE=Charging a nerf gun	24	96000	1	00:02
Lyd_SFX_238_Toys_5.wav	sNOTE=Charging a nerf gun	24	96000	1	00:01
Lyd_SFX_239_Toys_6.wav	sNOTE=Charging a nerf gun	24	96000	1	00:01
Lyd_SFX_240_Toys_7.wav	sNOTE=Shooting an empty nerf gun	24	96000	1	00:01
Lyd_SFX_241_Toys_8.wav	sNOTE=Shooting a nerf gun	24	96000	1	00:01
Lyd_SFX_242_Toys_9.wav	sNOTE=Charging a nerf gun	24	96000	1	00:01
Lyd_SFX_243_Toys_10.wav	sNOTE=Shooting a nerf gun	24	96000	1	00:01
Lyd_SFX_244_Toys_11.wav	sNOTE=Shooting a nerf gun against a wall	24	96000	1	00:01
Lyd_SFX_245_Toys_12.wav	sNOTE=Shooting a nerf gun against a wall	24	96000	1	00:01
Lyd_SFX_246_Toys_13.wav	sNOTE=Shooting a nerf gun against a wall	24	96000	1	00:01
Lyd_SFX_247_Toys_14.wav	sNOTE=Shooting a nerf gun against a wall	24	96000	1	00:01
Lyd_SFX_248_Toys_15.wav	sNOTE=Shooting a nerf gun against a wall	24	96000	1	00:01
Lyd_SFX_249_Toys_16.wav	sNOTE=Shooting a nerf gun against a wall	24	96000	1	00:01
Lyd_SFX_250_Toys_17.wav	sNOTE=Shooting a nerf gun against a wall	24	96000	1	00:01
Lyd_SFX_251_Toys_18.wav	sNOTE=Shooting a nerf gun against a wall	24	96000	1	00:01
Lyd_SFX_252_Balloon_1.wav	sNOTE=Stretching a balloon	24	96000	1	00:01
Lyd_SFX_253_Balloon_2.wav	sNOTE=Stretching a balloon	24	96000	1	00:01

Lyd_SFX_254_Balloon_3.wav	sNOTE=Stretching a balloon	24	96000	1	00:01
Lyd_SFX_255_Balloon_4.wav	sNOTE=Stretching a balloon	24	96000	1	00:01
Lyd_SFX_256_Balloon_5.wav	sNOTE=Stretching a balloon	24	96000	1	00:01
Lyd_SFX_257_Balloon_6.wav	sNOTE=Stretching a balloon	24	96000	1	00:01
Lyd_SFX_258_Balloon_7.wav	sNOTE=Stretching a balloon	24	96000	1	00:01
Lyd_SFX_259_Balloon_8.wav	sNOTE=Stretching a balloon	24	96000	1	00:01
Lyd_SFX_260_Balloon_9.wav	sNOTE=Blowing a balloon	24	96000	1	00:02
Lyd_SFX_261_Balloon_10.wav	sNOTE=Blowing a balloon	24	96000	1	00:07
Lyd_SFX_262_Balloon_11.wav	sNOTE=Deflating a balloon	24	96000	1	00:13
Lyd_SFX_263_Balloon_12.wav	sNOTE=Deflating a balloon	24	96000	1	00:10
Lyd_SFX_264_Balloon_13.wav	sNOTE=Deflating a balloon	24	96000	1	00:04
Lyd_SFX_265_Balloon_14.wav	sNOTE=Deflating a balloon	24	96000	1	00:02
Lyd_SFX_266_Balloon_15.wav	sNOTE=Blowing a balloon	24	96000	1	00:04
Lyd_SFX_267_Balloon_16.wav	sNOTE=Blowing a balloon	24	96000	1	00:01
Lyd_SFX_268_Balloon_17.wav	sNOTE=Deflating a balloon	24	96000	1	00:02
Lyd_SFX_269_Balloon_18.wav	sNOTE=Blowing a balloon	24	96000	1	00:07
Lyd_SFX_270_Balloon_19.wav	sNOTE=Deflating a balloon	24	96000	1	00:03
Lyd_SFX_271_Balloon_20.wav	sNOTE=Deflating a balloon	24	96000	1	00:06
Lyd_SFX_272_Balloon_21.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_273_Balloon_22.wav	sNOTE=Hitting a Balloon	24	96000	1	00:02
Lyd_SFX_274_Balloon_23.wav	sNOTE=Hitting a Balloon	24	96000	1	00:01
Lyd_SFX_275_Balloon_24.wav	sNOTE=Hitting a Balloon	24	96000	1	00:01
Lyd_SFX_276_Balloon_25.wav	sNOTE=Balloon Fx	24	96000	1	00:04
Lyd_SFX_277_Balloon_26.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_278_Balloon_27.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_279_Balloon_28.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_280_Balloon_29.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_281_Balloon_30.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_282_Balloon_31.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_283_Balloon_32.wav	sNOTE=Balloon Fx	24	96000	1	00:03

Lyd_SFX_284_Balloon_33.wav	sNOTE=Balloon Fx	24	96000	1	00:05
Lyd_SFX_285_Balloon_34.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_286_Balloon_35.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_287_Balloon_36.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_288_Balloon_37.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_289_Balloon_38.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_290_Balloon_39.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_291_Balloon_40.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_292_Balloon_41.wav	sNOTE=Balloon Fx	24	96000	1	00:04
Lyd_SFX_293_Balloon_42.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_294_Balloon_43.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_295_Balloon_44.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_296_Balloon_45.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_297_Balloon_46.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_298_Balloon_47.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_299_Balloon_48.wav	sNOTE=Balloon Fx	24	96000	1	00:04
Lyd_SFX_300_Balloon_49.wav	sNOTE=Balloon Fx	24	96000	1	00:10
Lyd_SFX_301_Balloon_50.wav	sNOTE=Balloon Fx	24	96000	1	00:06
Lyd_SFX_302_Balloon_51.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_303_Balloon_52.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_304_Balloon_53.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_305_Balloon_54.wav	sNOTE=Balloon Fx	24	96000	1	00:05
Lyd_SFX_306_Balloon_55.wav	sNOTE=Balloon Fx	24	96000	1	00:05
Lyd_SFX_307_Balloon_56.wav	sNOTE=Balloon Fx	24	96000	1	00:04
Lyd_SFX_308_Balloon_57.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_309_Balloon_58.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_312_Balloon_61.wav	sNOTE=Deflating a balloon	24	96000	1	00:07
Lyd_SFX_310_Balloon_59.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_311_Balloon_60.wav	sNOTE=Deflating a balloon, high frequency	24	96000	1	00:04
Lyd_SFX_313_Balloon_62.wav	sNOTE=Blowing a balloon	24	96000	1	00:04

Lyd_SFX_314_Balloon_63.wav	sNOTE=Deflating a balloon	24	96000	1	00:19
Lyd_SFX_315_Balloon_64.wav	sNOTE=Deflating a balloon	24	96000	1	00:01
Lyd_SFX_316_Balloon_65.wav	sNOTE=Deflating a balloon	24	96000	1	00:02
Lyd_SFX_317_Balloon_66.wav	sNOTE=Deflating a balloon	24	96000	1	00:02
Lyd_SFX_318_Balloon_67.wav	sNOTE=Deflating a balloon	24	96000	1	00:02
Lyd_SFX_319_Balloon_68.wav	sNOTE=Deflating a balloon	24	96000	1	00:08
Lyd_SFX_320_Balloon_69.wav	sNOTE=Deflating a balloon	24	96000	1	00:08
Lyd_SFX_321_Balloon_70.wav	sNOTE=Deflating a balloon	24	96000	1	00:03
Lyd_SFX_322_Balloon_71.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_323_Balloon_72.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_324_Balloon_73.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_325_Balloon_74.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_326_Balloon_75.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_327_Balloon_76.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_328_Balloon_77.wav	sNOTE=Deflating a balloon, high frequency	24	96000	1	00:02
Lyd_SFX_329_Balloon_78.wav	sNOTE=Deflating a balloon, high frequency	24	96000	1	00:08
Lyd_SFX_330_Balloon_79.wav	sNOTE=Deflating a balloon, high frequency	24	96000	1	00:07
Lyd_SFX_331_Balloon_80.wav	sNOTE=Deflating a balloon, high frequency	24	96000	1	00:08
Lyd_SFX_332_Balloon_81.wav	sNOTE=Deflating a balloon	24	96000	1	00:07
Lyd_SFX_333_Balloon_82.wav	sNOTE=Deflating a balloon	24	96000	1	00:04
Lyd_SFX_334_Balloon_83.wav	sNOTE=Deflating a balloon	24	96000	1	00:04
Lyd_SFX_335_Balloon_84.wav	sNOTE=Balloon Fx	24	96000	1	00:09
Lyd_SFX_336_Balloon_85.wav	sNOTE=Balloon Fx	24	96000	1	00:06
Lyd_SFX_338_Balloon_87.wav	sNOTE=Balloon Fx	24	96000	1	00:04
Lyd_SFX_337_Balloon_86.wav	sNOTE=Balloon Fx	24	96000	1	00:05
Lyd_SFX_339_Balloon_88.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_340_Balloon_89.wav	sNOTE=Balloon Fx	24	96000	1	00:04
Lyd_SFX_341_Balloon_90.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_343_Balloon_92.wav	sNOTE=Pop a balloon, by jumping on it	24	96000	1	00:02
Lyd_SFX_342_Balloon_91.wav	sNOTE=Pop a balloon	24	96000	1	00:01

Lyd_SFX_344_Balloon_93.wav	sNOTE=Deflating a balloon	24	96000	1	00:10
Lyd_SFX_345_Balloon_94.wav	sNOTE=Deflating a balloon	24	96000	1	00:03
Lyd_SFX_346_Balloon_95.wav	sNOTE=Balloon Fx	24	96000	1	00:03
Lyd_SFX_347_Balloon_96.wav	sNOTE=Balloon Fx	24	96000	1	00:02
Lyd_SFX_348_Balloon_97.wav	sNOTE=Balloon Fx	24	96000	1	00:11
Lyd_SFX_349_Balloon_98.wav	sNOTE=Balloon Fx	24	96000	1	00:21
Lyd_SFX_350_Balloon_99.wav	sNOTE=Balloon Fx	24	96000	1	00:01
Lyd_SFX_351_Balloon_100.wav	sNOTE=Pop a balloon	24	96000	1	00:01
Lyd_SFX_352_Balloon_101.wav	sNOTE=Pop a balloon, by jumping on it	24	96000	1	00:01
Lyd_SFX_353_Marbles_1.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02
Lyd_SFX_354_Marbles_2.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02
Lyd_SFX_355_Marbles_3.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02
Lyd_SFX_356_Marbles_4.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:01
Lyd_SFX_357_Marbles_5.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:04
Lyd_SFX_358_Marbles_6.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:04
Lyd_SFX_359_Marbles_7.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:01
Lyd_SFX_360_Marbles_8.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:03
Lyd_SFX_361_Marbles_9.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:03
Lyd_SFX_362_Marbles_10.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:04
Lyd_SFX_363_Marbles_11.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02
Lyd_SFX_364_Marbles_12.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:03
Lyd_SFX_365_Marbles_13.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:01
Lyd_SFX_366_Marbles_14.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:01
Lyd_SFX_367_Marbles_15.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:03
Lyd_SFX_368_Marbles_16.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:04
Lyd_SFX_369_Marbles_17.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02
Lyd_SFX_370_Marbles_18.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:06
Lyd_SFX_371_Marbles_19.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:05
Lyd_SFX_372_Marbles_20.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:03
Lyd_SFX_373_Marbles_21.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02

Lyd_SFX_374_Marbles_22.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:01
Lyd_SFX_375_Marbles_23.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:01
Lyd_SFX_376_Marbles_24.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:01
Lyd_SFX_377_Marbles_25.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:04
Lyd_SFX_378_Marbles_26.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:03
Lyd_SFX_379_Marbles_27.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:04
Lyd_SFX_380_Marbles_28.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02
Lyd_SFX_381_Marbles_29.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:05
Lyd_SFX_382_Marbles_30.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:04
Lyd_SFX_383_Marbles_31.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:17
Lyd_SFX_384_Marbles_32.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:18
Lyd_SFX_385_Marbles_33.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:03
Lyd_SFX_386_Marbles_34.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02
Lyd_SFX_387_Marbles_35.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02
Lyd_SFX_388_Marbles_36.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02
Lyd_SFX_389_Marbles_37.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:02
Lyd_SFX_390_Marbles_38.wav	sNOTE=Marbles with contact mic fx	24	96000	2	00:01
Lyd_SFX_391_Marbles_39.wav	sNOTE=Shaking marbles in the hand	24	96000	1	00:02
Lyd_SFX_392_Marbles_40.wav	sNOTE=Shaking marbles in the hand	24	96000	1	00:03
Lyd_SFX_393_Marbles_41.wav	sNOTE=Shaking marbles in the hand	24	96000	1	00:04
Lyd_SFX_394_Marbles_42.wav	sNOTE=Dropping marbles in a cushion	24	96000	1	00:01
Lyd_SFX_395_Marbles_43.wav	sNOTE=Dropping a marble in a metal jar	24	96000	1	00:02
Lyd_SFX_396_Marbles_44.wav	sNOTE=Shaking marbles in a metal jar	24	96000	1	00:03
Lyd_SFX_397_Marbles_45.wav	sNOTE=Shaking marbles in a metal jar	24	96000	1	00:04
Lyd_SFX_398_Marbles_46.wav	sNOTE=Shaking marbles in a metal jar	24	96000	1	00:03
Lyd_SFX_399_Marbles_47.wav	sNOTE=Shaking marbles in a metal jar	24	96000	1	00:04
Lyd_SFX_400_Marbles_48.wav	sNOTE=Shaking marbles in a metal jar	24	96000	1	00:07
Lyd_SFX_401_Marbles_49.wav	sNOTE=Shaking marbles in a metal jar	24	96000	1	00:06
Lyd_SFX_402_Marbles_50.wav	sNOTE=Shaking marbles in a metal jar	24	96000	1	00:10
Lyd_SFX_403_Marbles_51.wav	sNOTE=Shaking marbles in a metal jar	24	96000	1	00:01

Lyd_SFX_404_Marbles_52.wav	sNOTE=Shaking marbles in a metal jar	24	96000	1	00:03
Lyd_SFX_405_Marbles_53.wav	sNOTE=Shaking marbles in a metal jar	24	96000	1	00:04
Lyd_SFX_406_Marbles_54.wav	sNOTE=Dropping a marble in a cup	24	96000	1	00:03
Lyd_SFX_407_Marbles_55.wav	sNOTE=Spinning a marble in a cup	24	96000	1	00:06
Lyd_SFX_408_Marbles_56.wav	sNOTE=Spinning a marble in a cup	24	96000	1	00:07
Lyd_SFX_409_Marbles_57.wav	sNOTE=Spinning a marble in a cup	24	96000	1	00:07
Lyd_SFX_410_Marbles_58.wav	sNOTE=Shaking marbles in a cup	24	96000	1	00:04
Lyd_SFX_411_Marbles_59.wav	sNOTE=Shaking marbles in a cup	24	96000	1	00:03
Lyd_SFX_412_Marbles_60.wav	sNOTE=Shaking marbles in a cup	24	96000	1	00:03
Lyd_SFX_413_Marbles_61.wav	sNOTE=Shaking marbles in a cup	24	96000	1	00:02
Lyd_SFX_414_Marbles_62.wav	sNOTE=Shaking marbles in a cup	24	96000	1	00:02
Lyd_SFX_415_Marbles_63.wav	sNOTE=Shaking marbles in a cup	24	96000	1	00:05
Lyd_SFX_416_Marbles_64.wav	sNOTE=Shaking marbles in a cup	24	96000	1	00:03
Lyd_SFX_417_Marbles_65.wav	sNOTE=Shaking marbles in a cup	24	96000	1	00:04
Lyd_SFX_418_Marbles_66.wav	sNOTE=Emptying a cup with marbles	24	96000	1	00:01
Lyd_SFX_419_Marbles_67.wav	sNOTE=Shaking marbles in a cup	24	96000	1	00:02
Lyd_SFX_420_Marbles_68.wav	sNOTE=Marbles bouncing in the floor	24	96000	1	00:12
Lyd_SFX_421_Marbles_69.wav	sNOTE=Spinning a marble in a plastic cup	24	96000	1	00:04
Lyd_SFX_422_Marbles_70.wav	sNOTE=Shaking marbles in a plastic cup	24	96000	1	00:05
Lyd_SFX_423_Marbles_71.wav	sNOTE=Dropping a marble in a glass cup	24	96000	1	00:02
Lyd_SFX_424_Marbles_72.wav	sNOTE=Spining a marble in a glass cup	24	96000	1	00:05
Lyd_SFX_425_Marbles_73.wav	sNOTE=Spining a marble in a glass cup	24	96000	1	00:09
Lyd_SFX_426_Marbles_74.wav	sNOTE=Shaking marbles in a glass cup	24	96000	1	00:07
Lyd_SFX_427_Marbles_75.wav	sNOTE=Shaking marbles in a glass cup	24	96000	1	00:04
Lyd_SFX_428_Marbles_76.wav	sNOTE=Shaking marbles in a glass cup	24	96000	1	00:05
Lyd_SFX_429_Marbles_77.wav	sNOTE=Dropping marbles in a plastic recipient	24	96000	1	00:02
Lyd_SFX_430_Marbles_78.wav	sNOTE=Spinning marbles in a plastic recipient	24	96000	1	00:11
Lyd_SFX_431_Marbles_79.wav	sNOTE=Spinning marbles in a plastic recipient	24	96000	1	00:18
Lyd_SFX_432_Marbles_80.wav	sNOTE=Spinning marbles in a plastic recipient	24	96000	1	00:20
Lyd_SFX_433_Marbles_81.wav	sNOTE=Spinning marbles in a plastic recipient	24	96000	1	00:09

Lyd_SFX_434_Marbles_82.wav	sNOTE=Spinning marbles in a plastic recipient	24	96000	1	00:29
Lyd_SFX_435_Marbles_83.wav	sNOTE=Dropping marbles in a plastic recipient	24	96000	1	00:03
Lyd_SFX_436_Marbles_84.wav	sNOTE=Shaking marbles in a plastic recipient	24	96000	1	00:05
Lyd_SFX_437_Marbles_85.wav	sNOTE=Shaking marbles in a plastic recipient	24	96000	1	00:12
Lyd_SFX_438_Marbles_86.wav	sNOTE=Shaking marbles in a plastic recipient	24	96000	1	00:01
Lyd_SFX_439_Marbles_87.wav	sNOTE=Dropping a marble in a plastic recipient fill with marbles	24	96000	1	00:02
Lyd_SFX_440_Marbles_88.wav	sNOTE=Shaking marbles in a plastic recipient	24	96000	1	00:02
Lyd_SFX_441_Marbles_89.wav	sNOTE=Shaking marbles in a plastic recipient	24	96000	1	00:05
Lyd_SFX_445_Marbles_93.wav	sNOTE=Dropping marbles in a plastic tub	24	96000	1	00:03
Lyd_SFX_442_Marbles_90.wav	sNOTE=Shaking marbles in a plastic recipient	24	96000	1	00:03
Lyd_SFX_443_Marbles_91.wav	sNOTE=Shaking marbles in a plastic recipient	24	96000	1	00:05
Lyd_SFX_444_Marbles_92.wav	sNOTE=Dropping a marble in a plastic recipient fill with marbles	24	96000	1	00:02
Lyd_SFX_446_Marbles_94.wav	sNOTE=Spinning marbles in a plastic tub	24	96000	1	00:17
Lyd_SFX_447_Marbles_95.wav	sNOTE=Dropping marbles in a plastic tub	24	96000	1	00:04
Lyd_SFX_448_Marbles_96.wav	sNOTE=Dropping marbles in a plastic tub	24	96000	1	00:03
Lyd_SFX_449_Marbles_97.wav	sNOTE=Dropping marbles in a plastic tub	24	96000	1	00:03
Lyd_SFX_450_Marbles_98.wav	sNOTE=Dropping marbles in a plastic tub	24	96000	1	00:03
Lyd_SFX_451_Marbles_99.wav	sNOTE=Shaking marbles in a plastic tub	24	96000	1	00:17
Lyd_SFX_452_Marbles_100.wav	sNOTE=Shaking marbles in a plastic tub	24	96000	1	00:10
Lyd_SFX_453_Marbles_101.wav	sNOTE=Shaking marbles in a plastic tub	24	96000	1	00:11
Lyd_SFX_454_Marbles_102.wav	sNOTE=Shaking marbles in a plastic tub	24	96000	1	00:17
Lyd_SFX_455_Marbles_103.wav	sNOTE=Dropping marbles in the floor	24	96000	1	00:07
Lyd_SFX_456_Marbles_104.wav	sNOTE=Dropping marbles in the floor	24	96000	1	00:06
Lyd_SFX_457_Marbles_105.wav	sNOTE=Marbles bouncing in the floor	24	96000	1	00:06
Lyd_SFX_458_Marbles_106.wav	sNOTE=Marbles bouncing in the floor	24	96000	1	00:04
Lyd_SFX_459_Marbles_107.wav	sNOTE=Marbles bouncing in the floor	24	96000	1	00:03
Lyd_SFX_460_Marbles_108.wav	sNOTE=Marbles sliding down the floor	24	96000	1	00:06
Lyd_SFX_461_Marbles_109.wav	sNOTE=Marbles sliding down the floor inside of a plastic pot	24	96000	1	00:05
Lyd_SFX_462_Marbles_110.wav	sNOTE=Shaking marbles in a plastic tub with water	24	96000	1	00:29
Lyd_SFX_463_Marbles_111.wav	sNOTE=Shaking marbles in a plastic tub with water	24	96000	1	00:19

Lyd_SFX_472_Spinner_1.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:10
Lyd_SFX_473_Spinner_2.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:10
Lyd_SFX_474_Spinner_3.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:03
Lyd_SFX_475_Spinner_4.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:02
Lyd_SFX_476_Spinner_5.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:10
Lyd_SFX_477_Spinner_6.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:08
Lyd_SFX_478_Spinner_7.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:10
Lyd_SFX_479_Spinner_8.wav	sNOTE=Spinner	24	96000	1	00:06
Lyd_SFX_480_Spinner_9.wav	sNOTE=Spinner	24	96000	1	00:16
Lyd_SFX_481_Spinner_10.wav	sNOTE=Spinner	24	96000	1	00:15
Lyd_SFX_485_Spinner_14.wav	sNOTE=Spinner inside a glass	24	96000	1	00:22
Lyd_SFX_482_Spinner_11.wav	sNOTE=Spinner	24	96000	1	00:41
Lyd_SFX_486_Spinner_15.wav	sNOTE=Spinner inside a glass	24	96000	1	00:07
Lyd_SFX_483_Spinner_12.wav	sNOTE=Spinner over a plate	24	96000	1	00:11
Lyd_SFX_484_Spinner_13.wav	sNOTE=Spinner over a plate	24	96000	1	00:16
Lyd_SFX_487_Spinner_16.wav	sNOTE=Spinner inside a plastic cup	24	96000	1	00:07
Lyd_SFX_488_Spinner_17.wav	sNOTE=Spinner inside a plastic cup	24	96000	1	00:15
Lyd_SFX_489_Spinner_18.wav	sNOTE=Spinner inside a plastic cup	24	96000	1	00:26
Lyd_SFX_490_Spinner_19.wav	sNOTE=Spinner inside a plastic cup	24	96000	1	00:14
Lyd_SFX_491_Spinner_20.wav	sNOTE=Spinner inside a plastic cup	24	96000	1	00:18
Lyd_SFX_492_Spinner_21.wav	sNOTE=Spinner inside a plastic cup	24	96000	1	00:11
Lyd_SFX_493_Spinner_22.wav	sNOTE=Spinner inside a plastic recipient	24	96000	1	00:13
Lyd_SFX_494_Spinner_23.wav	sNOTE=Spinner inside a plastic recipient	24	96000	1	00:16
Lyd_SFX_495_Spinner_24.wav	sNOTE=Spinner inside a plastic recipient	24	96000	1	00:17
Lyd_SFX_496_Spinner_25.wav	sNOTE=Spinner under a plastic tub	24	96000	1	00:06
Lyd_SFX_497_Spinner_26.wav	sNOTE=Spinner under a plastic tub	24	96000	1	00:10
Lyd_SFX_498_Spinner_27.wav	sNOTE=Spinner under a plastic tub	24	96000	1	00:08
Lyd_SFX_499_Spinner_28.wav	sNOTE=Spinner under a plastic tub	24	96000	1	00:10
Lyd_SFX_500_Spinner_29.wav	sNOTE=Spinner under a plastic tub	24	96000	1	00:16
Lyd_SFX_501_Spinner_30.wav	sNOTE=Spinner under a plastic tub	24	96000	1	00:49

Lyd_SFX_502_Spinner_31.wav	sNOTE=Two Spinners under a plastic tub	24	96000	1	00:12
Lyd_SFX_503_Spinner_32.wav	sNOTE=Spinner inside a plastic tub with a glass cover it up	24	96000	1	00:14
Lyd_SFX_504_Spinner_33.wav	sNOTE=Two Spinners inside a plastic tub	24	96000	1	00:09
Lyd_SFX_505_Spinner_34.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:14
Lyd_SFX_506_Spinner_35.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:09
Lyd_SFX_507_Spinner_36.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:07
Lyd_SFX_508_Spinner_37.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:12
Lyd_SFX_509_Spinner_38.wav	sNOTE=Spinner with contact mic fx	24	96000	2	00:08
Lyd_SFX_576_Gym_1.wav	sNOTE=Running machine medium speed	24	96000	1	00:15
Lyd_SFX_577_Gym_2.wav	sNOTE=Running machine high speed	24	96000	1	00:23
Lyd_SFX_578_Gym_3.wav	sNOTE=Using a running machine, low speed	24	96000	1	00:15
Lyd_SFX_579_Gym_4.wav	sNOTE=Using a running machine, high speed	24	96000	1	00:16
Lyd_SFX_580_Gym_5.wav	sNOTE=Dumbbells	24	96000	1	00:03
Lyd_SFX_581_Gym_6.wav	sNOTE=Dumbbells	24	96000	1	00:03
Lyd_SFX_582_Gym_7.wav	sNOTE=Assembling dumbbells	24	96000	1	00:08
Lyd_SFX_583_Gym_8.wav	sNOTE=Rope Gym	24	96000	1	00:06
Lyd_SFX_584_Gym_9.wav	sNOTE=Rope Gym	24	96000	1	00:08
Lyd_SFX_585_Gym_10.wav	sNOTE=Jump the rope	24	96000	1	00:10